

Dr Tuck Wah LEONG

EDUCATION

PHD INTERACTION DESIGN | 2005 – 2009

The University of Melbourne, Australia

Thesis: Understanding of experience of serendipity when interacting with personal digital content

MASTER of MULTIMEDIA | 2000 – 2002

Swinburne University of Technology, Australia

GRADUATE DIPLOMA of EDUCATION | 1999

The University of Melbourne, Australia

BACHELOR of SCIENCE (HONS) | 1983 – 1989

Monash University, Australia

EXPERIENCE

ASSOCIATE PROFESSOR | OCT 2012 – PRESENT

Faculty of Engineering and IT, University of Technology Sydney (UTS), Australia

My core role is to strengthen the areas of Interaction Design and Human-Computer Interaction (HCI) at UTS in terms of research quality and output as well as teaching in these areas.

- Director of the Interaction Design and Human Practice lab (IDHuP) at UTS
- Programme Coordinator for Interaction Design, Games, and Multimedia
- Strategic User Experience Advisor to the IT Division (ITD) at UTS
- Design Leader of the Centre of Indigenous Technology Research and Development

Teaching & Curriculum Development

I teach technology-design related subjects. I am the coordinator and lecturer-in-charge of all the design subjects at the School of Software of FEIT. They include Interface Design, Interaction Design, and Human-Computer Interaction. I have supervised many student projects and currently supervise three Honours, one Master and six PhD students.

- Consistently received high student feedback scores with students successfully gaining employment in the IT industry.
- Many postgraduate students working in the IT industry have found my teaching to be very useful in their work, shaping how they approach and think about designing commercial IT systems
- Successfully led a team to propose, design and implement a new Interaction Design major for undergraduate IT students at UTS for 2016.
- Successfully led a team to propose, design and introduce a new Master of Interaction Design at FEIT.

Engagement with broader research community

- Editorial Board of the academic journal, Digital Creativity, published by Routledge since 2013
- Senior and Associate Chair with national and international conferences such as OZCHI, CHI, DIS, NordiCHI, PDC and British HCI
- Committee member of CHISIG - the Australian HCI organisation since 2012
- Chaired OZCHI 2014 conference, at UTS, giving it a strong design focus with the theme of Designing Futures: The Future of Design
- Chaired OZCHI Doctoral Consortium from 2011 -13, to mentor the next generation of researchers
- Program Committee member for the Designing Interactive Design Conference, 2012 -2016

Engagement at UTS

I am known at UTS for my expertise in Human-Centred technology design. I am also one of Australia's

top experts in Participatory Design and User Experience. This has led to many opportunities for engaging and contributing to the University:

- invitations to speak to different research groups at UTS about human-centred design
- conducting Design Thinking workshops at the UTS Hatchery
- panel member of the public UTS public forum on the Human Face of Big Data
- User Experience strategy advisor for the IT Division (ITD) at UTS
- developing and conducting human-centred design training sessions for ITD staff to help improve the quality (usability and usefulness) of UTS-designed digital systems
- leading a team of six ITD staff member on a longitudinal study to better understand first year students' experiences of digital systems at UTS. The findings will inform the redesign of current systems and the design of future systems

Engagement beyond UTS

- Invited speaker at the Centre of IoX, National University of Taiwan (NTU) – Jan 2017
- Designing and running a workshop at the National Taiwan University of Science and Technology
- Presenting at the 2014 Australian Seniors Computer Clubs Association (ASCCA) Conference
- Co-design workshops to explore Internet of Things technologies with older adults at Narrabeen's Computer Pals for Seniors Northern Beaches

Research income

- CI ARC Discovery Indigenous IN170100030 #thismymob: Digital Land Rights and Reconnecting Indigenous Communities
- Member of the team that was awarded \$190k grant for 'Big Data, Big Impact – stage 2'
- Successful recipient of two \$5k competitive research grants from UTS to support my research

Awards

- Member of the team that won the **2006 Premier's Awards for Outstanding Cancer Research**
- **UTS Teaching Citation award 2016** for *facilitating authentic learning experiences for Interaction Design students with an emphasis on developing well-rounded IT professionals who can design useful, usable and thoughtful technologies.*

SENIOR DESIGN RESEARCHER | OCT 2010 – SEP 2012

Culture Lab, School of Computing Science, Newcastle University, UK

- lead and conduct research that contributes to the remit of the SiDE (Social inclusion in the Digital Economy) hub (www.side.ac.uk).
- conducting research to understand how we could encourage, foster, and support social connections between people or greater participation through the digital economy through design. I led various technical teams in research and design activities. Through working with a highly diverse group of people that included hardware engineers, software engineers, artists, industrial designers, graphic designers, computer scientists, and so on, I was able to seek out and produce interesting research outputs, and artefacts. The research material generated from my time here continues to be used in current publications.

POSTDOCTORAL RESEARCHER | MAY 2009 – SEP 2010

Department of Information and Media Studies, Aarhus University, Denmark

My primary responsibility was to contribute to research on Designing Urban Technologies within the interdisciplinary DUL group that consisted of computer scientists, designers as well as media & aesthetics theorists. The projects included:

- Exploring people's views about climate change using 'public confessions'
- Designing a mobile phone app to support lay people to reflect about climate change
- Generating design prototypes that could support more meaningful and engaging ways to interact with news